

1. The method of operating an actual or simulated roulette game so as to avoid the appearance to a gamer of improper control by a dealer or gaming house, wherein at least one major aspect of the game operation is randomly controlled, and wherein upon conclusion of the game a visible display of proof of the randomness of the operation is provided to the gamer.

1           2. In a game wherein an actual or simulated roulette ball is  
2 launched about the periphery of an actual or simulated rotating  
3 wheel that has a plurality of circumferentially arranged numbered  
4 stopping places for the ball, and wherein final stopping of the  
5 ball at a particular numbered stopping place determines a win or  
6 loss result, a method of randomly controlling at least one of the  
7 launch time of the ball, the speed of rotation of the wheel, and  
8 the speed of movement of the ball, in such a way that none of those  
9 factors is under the immediate control of a game manager, and such  
10 that the game manager therefore has no control over the final  
11 numbered stopping place for the ball, comprising the steps of:

12           selecting a launch mechanism capable of actually or apparently  
13 launching the ball along a desired path about the wheel periphery;

14           selecting a randomly operating electronic control system that  
15 is capable of randomly starting the launch, energizing the launch  
16 mechanism, the speed of rotation of the actual or simulated wheel,  
17 and/or the movement speed of the actual or simulated ball;

18           initiating operation of the randomly operating electronic  
19 control system so as to then cause the actual or simulated ball to  
20 stop at a numbered stopping place;

21           displaying the identity of a numbered stopping place that  
22 represents a winning number; and

23           displaying information to the customer to confirm the  
24 randomness of the game operation in arriving at that winning  
number.

3. The method of operating an actual or simulated game of roulette, in which a electrical Start Signal is generated, a random time delay signal is then electronically generated in response to the Start Signal, and in response to the conclusion of the random time delay signal a Launch Signal is generated for launching a roulette ball.